Curriculum mapbook
Computer
1st.Prep – Second Term 2023-2024

Prepared and Designed by/ shymaa Elbawabالمتخصص الكمبيوتر أصدقاء فريق جروب –

the computer preparation bookvision

The vision of the computer preparation notebook aims to raise the level of the teacher scientifically and educationally andthus raise the educational level (Technology) to be clear and contain all the capabilities that help the teacher manage the class in a appropriate atmosphere, using modern technology tools and taking into account the individual differences of the students

the computer preparation book mission

- **Choosing and formulating various objectives (cognitive - skill - emotional), taking into account the integrity of the formulation and the individual differences of students, using modern technology methods.**

- **Creating an environment that stimulates learning and creativity to raise the level of students in computer science.**

- **Choosing the best educational, pedagogical and administrative strategies and training them on them and developing them**

- **Choosing scientific methods and means in teaching and using technology to support and enhanceAnd facilitating the educational process.**

- **Use a presentation to explain the lesson, simplified and omprehensive, for all points of the lesson**

- **Using various evaluation methods, taking into account the individual differences of students and taking into account the measurement of goals**

- **Conclude the lesson in an appropriate and varied manner**

Teacher	Guider	School manager
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learning outcomes	current curriculum content	Strategy	Teaching gaids	calendar methods	Evidence and evidence	enrichment activities
Unit One (Scratch)						
Identify the main Interface of Scratch program.	Lesson 1 Main concepts of rogramming using Scratch	Brainstorming	Electronic board	Student's Book	Lesson preparation book	Do research on programming
Acquire the skill of dealing with the program in a right way.		discussion –				
Understand new concepts in the programming language.		– cooperative learning				
Differs the various block types.	Lesson 2 Main concepts ofprogrammin usingscratch(2	practical training				
Use repeat blocks commands.		Dialogue and discussion				
Realize the importance of the sprits in the program.Identify repeat blocks (commands).		Problem solving				
Acquire the skill of saving the file in a correct way.	Lesson 3 Usingrepetition and motion Blocks	Brainstorming				Make a game using movement and repetition commands
Recognize the importance of the sprits in the program.		Dialogue and discussion				
Differs the various block types.						
Use the script section in the script area.	Lesson 4: Using repetition and motion Blocks (2)	Brainstorming				
Produce a project using the press key.		Critical thinking				
Recognize new concepts in creating a new project.		practical training				

			Student's Book	Students note	that the student did with his classmates	
Compare between different pen commands.	Lesson 5 Stage background and the customs	Dialogue and discussion				Search for platforms
Draw geometric shapes using pen commands.		practical training				
Understand how to design a new geometric shapes.		Problem solving				
Compare between different events.	Lesson 6 Pen Blocks	cooperative learning				Make a sound and play it using programming
Deal with the sound and recorded sound.		Dialogue and discussion				
Recognize the importance of adding a sound to the project.		practical training				
Compare between different events.	Lesson 7 Sound Blocks	Brainstorming				
Deal with the sound and recorded sound.		Dialogue and discussion				
Recognize the importance of adding a sound to the project.		Critical thinking				
Know sensing group blocks.	Lesson 8 Conditional control blocks	Brainstorming				Make a sound and play it using programming
Use events with conditional control blocks .		Dialogue and discussion				
Design a new game using conditional control blocks.		Problem solving				

Know the needed commands for the project.	**Lesson 9 Project**	**Practical Training**	**Presentation**	**Interact wi presentation**	**Oral questions**	**Make a sound and play it using programming**
Design a project using Scratch.		**Dialogue and discussion**				
Recognize the importance of the program in designing cartoon.		**Problem solving**				
Unit two (Internet)						
Identify the internet definition.	**Lesson 1 Basic concepts of the internet**	**Brainstorming**				**Do an internet search**
Characrizes using the internet concepts.		**Dialogue and discussion**				
Understand the importance of the internet.		**Peer learning**				
Recognize the main elements of the website.	**Lesson 2 Basic concepts of the internet**	**Brainstorming**				
Differentiates between Download–Upload.		**Critical thinking**				
Identify the internet definition.		**practical training**				
Identify the internet services.	**Lesson 3 Internet Services**	**Dialogue and discussion**				**Do a search for online services**
Acquire the skill of dealing with the internet in a right way.		**practical training**				
Recognize the importance of using Internet.– Identify what is cloud computing.		**Problem solving**				
Mention the cloud computing components .	**Lesson 4 Cloud computing**	**Peer learning**				Create a cloud, upload to it, and download from it
Recognize the importance of computing components.		**Dialogue and discussion**				
Identify the internet services.		**practical training**				

Mention cloud computing importance.	Lesson 5 Cloud computing 2	Brainstorming	the text BOOK	calendar solution	Student's Book	Research on safe use of the Internet
Acquire the cloud computing advantages.		Dialogue and discussion				
Recognize the importance of computing advantages		Critical thinking				
Identify the correct seating in front of the computer.	Lesson 6 Internet (safety	Brainstorming				
Practice the correct seating in front of the computer.		Dialogue and discussion				
Recognize the importance of Internet safety.		practical training				